For this assignment, each team member should submit a link to the public fork of the project repository as well as answer the following questions as part of the project plan:

Public Fork: https://github.com/annag54/comp150fall2024projectonetemplate

1. **Team Name**: Decide on a creative team name that reflects your project or group dynamic.
    - Texas Chainsaw
2. **Theme**: Describe the theme of your simplified Dungeons and Dragons game. Will it be fantasy, sci-fi, or something else? What is the setting?
    - Horror theme
    - Setting a remote or confined area
    - Maybe they are trapped and have to escape or facing their fears
3. **Win Condition**: Define how a player will win the game. Will it be based on completing a quest, defeating a boss, accumulating points, or something else?
    - encountering the enemy
    - Facing your fear
    - If they survive without dying until the end of the game
4. **Gameplay**: Provide a description of how the game will be played. Will players make decisions by choosing options? How will combat or challenges be handled? What role will randomness (e.g., dice rolls) play?
    - Successfully making it until the end of the game without having the player die
5. **Classes/Functions**: List the additional classes and functions you will need to implement beyond the basics of the game. This could include:
    - Character classes (warrior, mage, rogue, etc.)
    - Inventory management
    - Combat system
    - Random event generators
    - Turn-based actions
    - NPC interactions

- Setting up a combat system
- Character classes
- Inventory of weapons to use

6. **Use of LLMs**: If you plan to use a language model (LLM) like GPT for dynamic storytelling, generating quests, or dialogue, describe how it will be integrated.
    - Using LLMs for setting the game tone
    - Generating combats; the user will choose a stat and the choice they want to make depending on the prompt shown. The pass and fail will be random.
7. **Team Collaboration**:
    - How will your team meet? In-person, via video calls, or asynchronously through messages?
    - Will you code together in real-time, or will each person code separately?

- Text and video calls
- Both, we will work together when we can

8. **Conflict Resolution**: Plan how your team will handle disagreements or issues that arise. Will you vote on decisions, delegate certain responsibilities, or involve a neutral third party?
    - Delegate responsibilities

9. **Testing**: Will your team write tests for the code you add, or will you write tests for each other's code to ensure coverage and quality?
    - Both to double check the code runs properly

Retrospective Questions:10/22

Consider these prompts during your discussion:

- **What went well?**
    - Were able to organize what we want the game to look like and consist of
    - We were able to talk about character class as well as weapon class
    - We talked about the setting of the game
    - Talked about the different classes we want in our game
    - We talked about how we want the game to end/ how to win
    - Started formulating the code that initiates the games: a person will come upon a door and will have to choose one of 3 doors
    -
- **What can we improve on next time?**
    - Both of us are working on the different classes we have to fill in (character class and weapon class)
    - we are working on adding more code everyday
- **How did our communication and collaboration work?**
    - Communicating via text
    - Will be meeting wednesday at 5pm via call to discuss where we are at and the next steps
- **Were there any unexpected issues?**
    - We are continuing to add everything else to the codespace and running it

Retrospective Questions: 10/29

Consider these prompts during your discussion:

- **What went well?**
  - We continued to add to the code and expand the classes in our game as well as checking it as we go
  - Fixed errors in the code we ran across
  - We have been using replit to write the code out which was helpful to store it as we continue to add to it
- **What can we improve on next time?**
  - We are currently going through the code and fixing more errors
  - We are trying to add different choices within our game
  - We are gonna finish adding the rest of the code over the next couple of days
- **How did our communication and collaboration work?**
  - We are Communicating via text
  - We called last thursday night, we got on the same page
  - We will have another call to make sure we have everything done
- **Were there any unexpected issues?**
  - There were no issues this week we will continue to work on our project and add the finishing touches

Final Project Summary Instructions

At the end of your project, each team must submit a final project summary that encapsulates the entire development process, outcomes, and lessons learned. Here's how to structure your final project summary:

1. **Project Overview**:
   - **Team Name and Members**: List your team name and each member's role/contributions.
     1. Texas Chainsaw
   - **Theme and Concept**: Provide a brief description of the game's theme, story, and overall design.
     2. It is a horror game inspired by the texas chainsaw massacre movie and is designed to be an escape game where the character is faces with different scenarios and based on their decision they will accumulate points.
   - **Gameplay Summary**: Explain how the game is played, including the main mechanics, how players win, and any important features.
     3. You pick a character and a weapon, the character is then presented with various scenarios that put their lives in danger and they have to make a decision, depending on their decision they will accumulate points and they will pass to the next "level" or scenario they are going to be faced with, after

completion of all scenarios and accumulating points, plays will win through gaining points, once they player have accumulated the points and completed the levels correctly, the game will come to an end.

2. **Development Process**:
    - **Milestones**: Outline key milestones throughout the project (e.g., completing character creation, implementing combat system, etc.).
    - **Challenges Faced**: Discuss any significant issues encountered during the project, such as technical difficulties, miscommunication, or unexpected problems.
    - **How Challenges Were Overcome**: Describe how your team addressed and resolved these challenges.

    4. Milestones: We were able to design a game inspired by something we both enjoy (horror movies), we were both able to decide how we wanted to design the characters and their weapons as well as bringing to life the scenarios we wanted in our game

    Challenges: we didnt run into many issues other than some problems when trying to push and sync the codes onto code space. We were communicating and were able to talk about it an resolve the issue to properly push the code

3. **Key Features**:
    - Highlight the major features of your game, such as:
        - Character classes
        - Combat system
        - Quest generation
        - Inventory system
    - Mention any advanced or unique features your team implemented.
4. **Testing and Debugging**:
    - Explain how your team approached testing the game. Did you write unit tests or perform manual testing?
    - Discuss how bugs or issues were identified and resolved throughout the project.

    5. The team wrote the unit tests and we were constantly running the code as we went of fix any bugs or issues as soon as they came up

5. **LLM Integration (if applicable)**:
    - If your game uses a language model for generating content (dialogue, quests, etc.), explain how you implemented it and the role it plays in the gameplay.
6. **Team Collaboration**:
    - Reflect on how the team worked together. Did you meet regularly? What was your communication strategy (in-person meetings, video calls, messaging)?
    - How did you handle task delegation and ensure that everyone contributed?

    7. We would talk in person during class, we called each other a couple of times outside of class and regularly texted. We talked about what we needed to get doen

and would take sections (one worked on parts of code, other worked on the json file, split classes)

7. **Lessons Learned**:
    - Reflect on the most valuable lessons your team learned during the project.
    - What would you do differently in future projects?

    8. We learned to create a game how we wanted! It was awesome to see the final product and it was nice to challenge our skills while having the creative freedom to design a game from scratch.

8. **Final Reflection**:
    - **Personal Reflection**: Each team member should provide a short personal reflection on the project. What was your biggest takeaway? How did you grow as a programmer or collaborator?

Anna: This project was not the easiest for me. This class has not been very easy for me and it doesn't click with me so I learned to be more patient with this project. It tested my limits and i had to learn how to overcome any issues that came about. Overall, I have learned a lot and was able to enjoy the game we created from scratch. I am looking forward to pushing myself in part 2 and learning more.

9. **Link to Code**:
    - Include a link to the public repository where your project code is hosted. Make sure it's organized and well-documented.

      https://github.com/annag54/comp150fall2024projectonetemplate

Final Retrospective Instructions

In addition to the project summary, your team must hold a **final retrospective** to assess the overall project and team performance. The final retrospective focuses on reflecting on the full experience and planning for future improvements.

1. **Reflect on Overall Process**:
    - Discuss the overall development process. Did your team follow the plan? Were adjustments made, and why?
    - How effective was your planning, and did you meet the goals and deadlines?
2. **Evaluate Teamwork**:
    - How well did the team communicate and collaborate?
    - Were there any points of tension, and how were they resolved?
    - What worked well in terms of task division, meetings, and coding together or separately?
3. **Analyze Successes and Challenges**:

    - What parts of the project went smoothly and exceeded expectations?
    - What were the most difficult or time-consuming aspects of the project, and why?
4. **Discuss Improvements**:
    - What would you do differently if you were to start this project again?
    - Are there tools or practices you would adopt for future projects? (e.g., better testing strategies, more detailed planning, different collaboration methods)
5. **Final Thoughts on Learning**:
    - How did each team member grow as a developer or collaborator?
    - Did the project help you develop new skills or gain confidence in certain areas?
6. **Document the Final Retrospective**:
    - Write a concise report summarizing your final retrospective meeting.
    - Include actionable insights or lessons learned that your team can apply to future projects.
    - Upload this documentation to your project repository or submit it alongside the final project.

The development process went well. Our team had a general plan and continued to add or make changes as we created the game. We were able to plan and execute all parts of the game successfully.Our team communicated in person, over the phone, and through text. We were able to run over what was done and what needed to be done as well as talk about who was going to do what to avoid any overlap. There was no tension throughout the development of our project.Everything went smoothly because we had an idea of what we wanted the game to look like. We did run into a couple of errors when trying to sync changes onto code space but Alicia was able to help guide me through that! We also used replit to write the code and see the changes in real time which helped a lot instead of waiting for it to be pushed into code space.The way we worked on the project was amazing and there wouldn't be changes we wanted to implement. Maybe we could make a more intricate game for the characters with more obstacles and tests if we had to add more details to it. Overall, the development of the game and the creativity given to us was great. Alicia was extremely helpful when it came to github and coding in general as that is something that isn't easy for me to understand. I learned to have a lot of patience and learned a lot more about what goes into developing a game. I learned how to overcome errors I didn't understand. It was a good project to use creativity to create a game that came from our likings. I would like to continue to create projects that allow the team to have full creative freedom.

Alicia : The coding process went very smoothly, I enjoyed having a lot of creative freedom coding the game. I learned a lot about how to use classes when implementing characters, weapon inventory, statistics, and even learned how to implement a json file. If I had more time on my hands I would've like to implement a way of strength into combat prompts in order to affect the pass and fail. Some improvements I would have made if I could start over would be to plan better rather than coding as I go. It made my code messy and made changing the code for the game a bit more difficult as I would have to look all over to delete something because it was no longer needed. Overall, I really enjoyed the process of making this game and hope with the next project I can make something a bit more intricate.